

Metro 2033

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Metro 2035 - Dmitry Glukhovskiy 2015-11-10

Miejsce człowieka nie jest pod ziemią. Życie w tunelach jak robaki! Tu nie ma dla nas jutra. Metro to cementarz. Nie będziemy tu ludźmi. Nie stworzymy niczego nowego. Nie rozwiniemy się. Chorujemy tu. Wyradzamy się. Nie ma powietrza. Nie ma miejsca. Jest ciasno. Trzecia wojna światowa starła ludzkość z powierzchni Ziemi. Planeta opustoszała. Całe miasta obróciły się w proch i pył. Przestał istnieć transport, zamarła komunikacja. Radio milczy na wszystkich częstotliwościach. W Moskwie przeżyli tylko ci, którzy przy wtórze syren alarmowych zdążyli dobiec do bram metra. Tam, na głębokości dziesiątek metrów, na stacjach i w tunelach, ludzie próbują przeczekać koniec cywilizacji. W miejsce utraconego ogromnego świata stworzyli swój własny ułomny świat. Czepiają się życia i ani myślą się poddać. Pewnie marzą o powrocie na powierzchnię - kiedyś, kiedy obniży się poziom radiacji. I nie tracą nadziei na odnalezienie innych ocalałych... Metro 2035 kontynuuje historię Artema z pierwszego tomu kultowej serii. Na tę książkę miliony czekały przez całe dziesięć lat, a prawa do tłumaczenia wydawnictwa wykupiły na długo przed jej ukończeniem. Metro 2035 jest przy tym książką niezależną i również od niej można zacząć przygodę z cyklem Glukhovskiy'ego, który podbił serca czytelników w Rosji i na całym świecie. * Zwyczajny i znajomy świat Metra postawiłem na głowie, tak więc tych, którzy czytali Metro 2033 czeka mnóstwo odkryć i niespodzianek. A tym, którzy swój kontakt z Metrem zaczynają od tej właśnie książki, oddaję sensacyjną, emocjonalną, mocną powieść - myślę, że nie pozwoli im się nudzić. Dmitry Glukhovskiy

Russian Literature since 1991 - Evgeny Dobrenko 2015-11-12

Russian Literature since 1991 is the first comprehensive, single-volume compendium of modern scholarship on post-Soviet Russian literature. The volume encompasses broad, complex and diverse sources of literary material - from ideological and historical novels to experimental prose and poetry, from nonfiction to drama. Written by an international team of leading experts on contemporary Russian literature and culture, it presents a broad panorama of genres in post-Soviet literature such as postmodernism, magical historicism, hyper-naturalism (in drama), and the new lyricism. At the same time, it offers close readings of the most prominent works published in Russia since the end of the Soviet regime and elimination of censorship. The collection highlights the interdisciplinary context of twenty-first-century Russian literature and can be widely used both for research and teaching by specialists in and beyond Russian studies, including those in post-Cold War and post-communist world history, literary theory, comparative literature and cultural studies.

Metro 2033 - Dmitrii Glukhovskii 2010

The year is 2033. The world has been reduced to rubble. Humanity is nearly extinct. The half-destroyed cities have become uninhabitable through radiation. Beyond their boundaries, they say, lie endless burned-out deserts and the remains of splintered forests. Survivors still remember the past greatness of humankind. But the last remains of civilisation have already become a distant memory, the stuff of myth and legend. More than 20 years have passed since the last plane took off from the earth. Rusted railways lead into emptiness. The ether is void and the airwaves echo to a soulless howling where previously the frequencies were full of news from Tokyo, New York, Buenos Aires. Man has handed over stewardship of the earth to new life-forms. Mutated by radiation, they are better adapted to the new world. Man's time is over. A few score thousand survivors live on, not knowing whether they are the only ones left on earth. They live in the Moscow Metro - the biggest air-raid shelter ever built. It is humanity's last refuge. Stations have become mini-statelets, their people uniting around ideas, religions, water-filters - or the simple need to repulse an enemy incursion. It is a world without a

tomorrow, with no room for dreams, plans, hopes. Feelings have given way to instinct - the most important of which is survival. Survival at any price. VDNKh is the northernmost inhabited station on its line. It was one of the Metro's best stations and still remains secure. But now a new and terrible threat has appeared. Artyom, a young man living in VDNKh, is given the task of penetrating to the heart of the Metro, to the legendary Polis, to alert everyone to the awful danger and to get help. He holds the future of his native station in his hands, the whole Metro - and maybe the whole of humanity.

Metro 2033 (Comic). Band 2 - Dmitry Glukhovskiy

2020-10-23T00:00:00+02:00

An der Seite der toughen Michaela und des geschwätigen Alten Michail Porfirjewitsch ist Artjom auf dem Weg zur Metrostation Kusnezki Most, um von dort die Polis zu erreichen. Auch wenn er seine Gefährten Khan und Tus im Chaos eines Feuergefechts aus den Augen verloren hat, bleibt seine Mission unverändert: Er muss die Führer der Polis vor der Bedrohung durch die schwarzen Mutanten warnen. Doch zur selben Zeit verstärken die Faschisten ihren Klammergriff um die Stationen der Metro, und Artjoms Reise entwickelt sich mehr und mehr zum Himmelfahrtskommando... Mit dieser Adaption des russischen Bestsellers "Metro 2033" verwirklicht sich der Niederländer Peter Nuyten einen Traum, denn er ist selbst der größte Fan von Glukhovskys einzigartiger Mischung aus Survival-Horror, Bildungsroman und dystopischer Gesellschaftskritik.

Metro 2033 - Jacek Hałas 2020-08-04

Poradnik do gry Metro 2033 zawiera przede wszystkim bardzo szczegółowy opis przejścia prologu oraz siedmiu rozdziałów gry, pomagając w sprawnej eliminacji przeciwników, rozwiązywaniu celów misji, odnajdywaniu różnorodnych sekretów etc. Metro 2033 - poradnik do gry zawiera poszukiwane przez graczy tematy i lokacje jak m.in. D6 (Opis przejścia - Rozdział 6) Zakończenia Front Line* (1) (Opis przejścia - Rozdział 4) Porady ogólne Library (Opis przejścia - Rozdział 5) Biomass (Opis przejścia - Rozdział 6) Top (2) (Opis przejścia - Rozdział 7) Front Line* (2) (Opis przejścia - Rozdział 4) Chase (Opis przejścia - Rozdział 1) Prologue (Opis przejścia - Prolog) Informacja o grze Metro 2033 to gra akcji/ FPS, zawierająca liczne elementy charakterystyczne dla survival horroru i RPG. Akcja toczy się w niedalekiej przyszłości, w czasach po nuklearnej apokalipsie, która zrównała z Ziemią większość miast i skaziła całą Ziemię. Ocaleni żyją w podziemnych szybach rosyjskiego metra i cały czas muszą odpierać ataki krwiożerczych mutantów. Gra Metro 2033, ciepło przyjęta zarówno przez krytyków, jak i graczy, to przedstawiciel gatunku strzelanin. Tytuł wydany został w Polsce w 2010 roku i dostępny jest na platformach: PC, PS3, X360. Wersja językowa oficjalnie dystrybuowana na terenie kraju to: z polskimi napisami.

REBEL'S CREED - Daniel Greene 2021-10-29

With one simple myth, nations burned. Under the Almighty, an empire has been forged, bringing peace to the once-divided continent. But now, a spark of truth threatens to ignite the religion of lies. Chapman unknowingly brought the Seventh Precinct to their demise. Now Officer Holden Sanders, known throughout the Capital City as the survivor, seeks the truth of how so many he held dear were slaughtered. But when it comes to light his former mentor might still draw breath, the Officer of God is forced to wage war against the Almighty itself.

Metro 2033 - Dmitrij Aleksejevič Gluchovskij 2022

Post-apokalyptický sci-fi thriller ruského autora se odehrává v podzemní říši, v níž se po jaderné válce změnilo moskevské metro. Moskevské metro, údajně největší protiatomový kryt na světě, se tu po zničujícím jaderném konfliktu stalo opravdu jediným útočištěm pro přeživší. Jednotlivé stanice žijí vlastním životem, pěstují nejrůznější podzemní poživatiny, vzájemně spolu obchodují, válčí nebo se sdružují do menších

aliancí. Všechny se ale musí bránit nebezpečím z povrchu - zbytkům záření a pronikání hrůzných mutantů. Hlavní hrdina, sotva dospělý mladík Artyom, žije na okrajové stanici vystavené jejich velkému náporu. Od osamělého průzkumníka přijme úkol dostat se do komunity centrálních stanic, mocné Polis, s varováním a prosbou o pomoc. Tak začíná jeho putování nepřátelskými mikrosvěty, v nichž panují bizarní režimy, náboženské sekty i nápodoby totalitních stran. Setkává se s neznámými silami, pomalu objevuje vlastní schopnosti a nakonec i skutečný smysl svého putování.

Metro: Last Light - Strategy Guide - GamerGuides.com 2015-11-07
Step into the shoes of Artyom and enter the overpopulated metro subway system of the post-apocalyptic Russia. Fight your way through the hordes of deadly mutants, brave the surface radiation using naught but a gas mask and meet and defeat the various hostile factions of Moscow's once famous public underground transport system. Our guide will take you from start to finish, grabbing all the collectibles and unlocking as many achievements/trophies as possible as you go. The guide will provide you with tons of hits and tips including: - Complete ALL stories missions with pure stealth! - Location of every Diary Note. - Location of every Musical Instrument. - Location of the game's major and minor Morality Points. - Achievement/Trophy guide to unlock every last one in the game.
Metro 2033 - Dmitrii Glukhovskii 2015

Futu. Re - Dmitrii Glukhovskii 2015-10-05

'A worthy successor to '1984' and 'Brave New World' - PLAYBOYWhat would I do for eternal life? Discoveries made within our lifetime will allow people to remain young forever. There is no more death. Our children will never die. Welcome to a world inhabited by people who are perfectly healthy, beautiful and eternally young. Every utopia has its shadowy backstreets. Someone has to make sure that overpopulation doesn't bring the wonderful world of the future crashing down. Someone has to make people forget their animal instincts and live in a fitting way for immortals. Maybe that someone is me? The utopia "FUTURE" is the first novel after five years' silence from Dmitry Glukhovskiy, author of the cult novel "METRO 2033". The author's books have been translated into dozens of foreign languages, selling in millions of copies, and have been adapted for the big screen in Hollywood - but none of them will grip you like "FUTURE".

Hell Divers - Nicholas Sansbury Smith 2016-07-19

The New York Times and USA Today bestselling series They dive so humanity survives ... More than two centuries after World War III poisoned the planet, the final bastion of humanity lives on massive airships circling the globe in search of a habitable area to call home. Aging and outdated, most of the ships plummeted back to earth long ago. The only thing keeping the two surviving lifeboats in the sky are Hell Divers—men and women who risk their lives by skydiving to the surface to scavenge for parts the ships desperately need. When one of the remaining airships is damaged in an electrical storm, a Hell Diver team is deployed to a hostile zone called Hades. But there's something down there far worse than the mutated creatures discovered on dives in the past—something that threatens the fragile future of humanity.

Metro 2033 - Dmitry Glukhovskiy 2013-01-17

Twenty years after an apocalyptic event annihilates most of mankind, Artyom journeys out to the wastelands above on a mission to alert other survivors of a new threat.

Metro 2035. English Language Edition. - Dmitry Glukhovskiy 2016-12-01
World War Three wiped out the humankind. The planet is empty now. Huge cities became dust and ashes. Railroads are being eaten by rust. Abandoned satellites hang lonely on the orbit. Radio is mute on all the frequencies. The only survivors of the last war were those who made it into the gates of the Metro, the subway system of Moscow city. It's there, hundreds of feet below the ground, in the vaults of what was constructed as the world's largest air-raids shelter that people try to outlive the end of the days. It's there that they created a new world for themselves. The stations of Metro became city-states, and its citizens, torn apart by religions and ideologies are fighting for the now scarce commodities: air, water, and space. This tiny underground world can only remind humans of an immense world they once were the masters of. It's been twenty years past Doomsday, and yet the survivors refuse to give up. The most stubborn of them keep cherishing a dream: when the radiation level from nuclear bombings subsides, they will be able to return to the surface and have the life their parents once had. But the most stubborn of the stubborn continues to search for other survivors in this huge emptiness that once was called Earth. His name is Artyom. He would give anything to lead his own people from the underground onto the surface. And he

will. * * * METRO 2035 continues and terminates the story of Artyom, the hero of the original Metro 2033 book and the Metro video games. Millions of readers across the world have been waiting for this novel for the long ten years. For those who have been following Artyom's adventures from the very beginning, Metro 2035 will deliver the concluding powerful part of the saga, with the ultimate part of the puzzle that can't be found anywhere else. For the new readers, Metro 2035 will become an excellent introduction into this unique fiction universe that has millions of fans across the world. * * * Dmitry Glukhovskiy's METRO novels have already sold millions of copies in 37 languages. They have also become a basis of cult video games 'Metro 2033' and 'Metro Last Light', and the film rights were optioned by a Hollywood studio. * * * Behind the tense plot and the dark ambience of Metro 2035, there's yet another level: that of social dystopia and political satire. Metro metaphorically paints a pitiless picture of today's Russia, that is being overcast again by the dark shadows of its gruesome past. Do Russians need freedom? Do they want a war? Can they survive without an enemy? Who's to blame and can anything be done about it? Eternal questions. Fresh answers.

Travel Best Bets - Claire Newell 2010-01-01

Presents travelers advice on research, trip insurance, air travel, cruises, vehicle rentals, traveling with children, specialty travel, and safety.

Metro 2034 - Dmitry Glukhovskiy 2016-03-10

The superb and long-awaited sequel to the cult bestseller Metro 2033, the second volume in the Metro trilogy, Metro 2034 continues the story of survival and struggle that unfolds in the mazes of the Moscow subway after the World War Three. As the entire civilization was wiped out by atomic bombs and the surface of the planet is polluted with nuclear fallout, the only place suitable for man to live are shelters and bunkers, of which the largest is the subway system of Moscow, aka the Metro. The year is 2034. There's no hope for humans to once return to the surface of Earth, to repopulate the forsaken cities, and to become once again the masters of the world they used to be. So they rebuild a strange and grotesque civilization in the tunnels and at the stations of the subway. Stations become city-states that wage trade and war on each other. A fragile equilibrium is established. And then all can be ruined in matter of days. A new horrible threat looms that can eradicate the remains of humanity and end our era. It would take three unlikely heroes to face this menace... This is the first US edition of Metro 2034, containing black and white hip illustrations by Anton Grechko for each chapter. Translated from Russian by Andrew J. Bromfield, one of the top 5 world specialists.

New Media in New Europe-Asia - Jeremy Morris 2016-04-14

This volume offers an in-depth investigation of the role of new media in the political, social and cultural life in the region of Europe-Asia. By focusing on new media, which is understood primarily as internet-enabled networked social practice, the book puts forward a political and cultural redefinition of the region which is determined by the recognition of the diversity of new media uses in the countries included in the study. This book focuses on the period prior to the advent of 'world internet revolutions', and it registers the region at its pivotal moment—at the time of its entry into the post-broadcast era. Does the Internet aid democratisation or it conditioned by socio-political norms? Has the Internet changed politics or has it had to fit existing political structures? Has the use of digital technologies revolutionized election campaigns? How is hyperlinked society different from society prior to the advent of the web? How do ordinary people actually use the Internet. These and other pressing questions - crucial to understanding the post-socialist world - are investigated in the current volume. This book was published as a special issue of Europe-Asia Studies.

The Polar Express - Chris Van Allsburg 2014-10-02

Late on Christmas Eve, after the town has gone to sleep, a boy boards a mysterious train that waits for him: the Polar Express bound for the North Pole. When he arrives there, Santa offers him any gift he desires. The boy modestly asks for one bell from the reindeer's harness. It turns out to be a very special gift, for only believers in Santa can hear it ring. "Magical glowing double spread pictures . . . an original and memorable book." - Guardian "Evocative, realist pastels and atmospheric text." - Sunday Times "A thrilling tale." - Independent

The Phantom of the Opera - Andrew Lloyd Webber 2005-06-01

12 songs from the hit motion picture arranged for easy piano: All I Ask of You • Angel of Music • Learn to Be Lonely • The Music of the Night • The Phantom of the Opera • Think of Me • Wishing You Were Somehow Here Again &bul

Metro 2033 - Band 4 - Dmitry Glukhovskiy 2022-02-23T00:00:00+01:00

Allen Widrigkeiten zum Trotz ist Artjom das Unmögliche gelungen: Er hat in den verstrahlten Ruinen Moskaus den Schlüssel zur Rettung seiner Heimatstation und der gesamten Metro gefunden. Eine alte Raketenbasis wird es ihm und Kommandant Melnik ermöglichen, den Botanischen Garten – die Brutstätte der »Schwarzen«, welche die Bewohner der U-Bahn seit Monaten verzweifelt bekämpfen – unter Beschuss zu nehmen und zu vernichten. Der Sieg der überlebenden Menschen über die mutierten Monster ist zum Greifen nahe! Doch eine letzte Vision, die Artjom im Augenblick des scheinbaren Triumphes überkommt, stellt alles, was er zu wissen glaubte, infrage. Hat er die richtige Entscheidung getroffen? Mit dieser Adaption des russischen Bestsellers »Metro 2033« verwirklicht sich der Niederländer Peter Nuyten einen Traum, denn er ist selbst der größte Fan von Glukhovskys einzigartiger Mischung aus Survival-Horror, Bildungsroman und dystopischer Gesellschaftskritik. Abschlussband der Serie

Metro 2033 - Dimitri Glukhovsky 2012-02-28

Estamos no ano 2033. O mundo foi reduzido a escombros. A humanidade foi quase extinta. Mas alguns milhares de pessoas sobreviveram, sem saberem, no entanto, se serão os únicos habitantes da Terra. Vivem no Metro de Moscovo, o maior abrigo contra ataques aéreos no planeta. É o último refúgio da humanidade. É um mundo sem amanhã, sem espaço para sonhos, planos ou esperanças. Aí o sentimento deu lugar ao instinto – e o mais importante é a sobrevivência. A qualquer preço. VDNKh é uma estação habitada, que se situa na extremidade norte da linha e ainda é considerada segura. Mas há uma nova e terrível ameaça. Artyom, um jovem que vive nessa estação, é incumbido de penetrar no coração do Metro e de viajar até à lendária estação conhecida por Pólis. O objectivo é alertar todos os habitantes do Metro para o perigo que se avizinha e, assim, obter apoios para a defesa da VDNKh. O futuro da sua estação está agora nas mãos de Artyom, tal como o futuro do Metro e da humanidade. Metro 2033 foi um êxito esmagador em toda a Europa, revelando um mundo claustrofóbico onde falta a esperança e o desespero domina.

[Occupational Outlook Handbook](#) - United States. Bureau of Labor Statistics 1976

The New Urban Gothic - Holly-Gale Millette 2020-10-17

This collection explores global dystopic, grotesque and retold narratives of degeneration, ecological and economic ruin, dystopia, and inequality in contemporary fictions set in the urban space. Divided into three sections—Identities and Histories, Ruin and Residue, and Global Gothic—The New Urban Gothic explores our anxieties and preoccupation with social inequalities, precarity and the peripheral that are found in so many new fictions across various media. Focusing on non-canonical Gothic global cities, this distinctive collection discusses urban centres in England's Black Country, Moscow, Detroit, Seoul, Hong Kong, Bangkok, Singapore, Delhi, Srinagar, Shanghai and Barcelona as well as cities of the imaginary, the digital and the animated. This book will appeal to anyone interested in the intersections of time, place, space and media in contemporary Gothic Studies. The New Urban Gothic casts reflections and shadows on the age of the Anthropocene.

Wool - Hugh Howey 2020

The first book in the acclaimed, New York Times best-selling trilogy, Wool is the story of a community living in an underground silo completely unaware of the fate of the outside world. When the silo's sheriff asks to leave the silo, a series of events unravels the very fabric of their fragile lives. In a world where all commodities are precious and running out, truth and hope may be the most rare...and the most needed.

Metro 2034 - Dmitry Glukhovsky 2014-02-20

The basis of two bestselling computer games Metro 2033 and Metro Last Light, the Metro books have put Dmitry Glukhovsky in the vanguard of Russian speculative fiction alongside the creator of Night Watch, Sergei Lukyanenko. A year after the events of METRO 2033 the last few survivors of the apocalypse, surrounded by mutants and monsters, face a terrifying new danger as they hang on for survival in the tunnels of the Moscow Metro. Featuring blistering action, vivid and tough characters, claustrophobic tension and dark satire the Metro books have become bestsellers across Europe.

[Images of the Anthropocene in Speculative Fiction](#) - Tereza Dědinová 2021-02-25

In order to demonstrate that speculative fiction provides a valuable contribution to the discussion about the challenges of the Anthropocene, Images of the Anthropocene in Speculative Fiction investigates a range of novels whose subject matter pertains to various aspects of the Anthropocene. These include the destruction and protection of the

natural environment, the relationship between human and non-human inhabitants of the planet, the role of myth in the shaping of and combat against the Anthropocene, the political dimensions of the Anthropocene, the ensuing threat of the Apocalypse, and the role of post-apocalyptic narratives. To explore these topics our authors examine the works of Patricia Briggs, M.R. Carey, Dmitry Glukhovsky, Ursula K. Le Guin, N.K. Jemisin, Stephenie Meyer, China Miéville, James Patterson, Maggie Stiefvater, J.R.R. Tolkien, and Scott Westfield. Their essays demonstrate that speculative fiction, given its ability to pursue scenarios of alternative history and present familiar things in an unfamiliar way, can alter the readers' perception of their duties and responsibilities towards their communities and the world, so that the threat of human-wrought destruction might ultimately be averted.

Toxic Immanence - Livia Monnet 2022-09-15

More than a decade after the Fukushima Daiichi nuclear disaster, what we are witnessing is not a Second Nuclear Age – there is no post-atomic – but an uncanny, quiet return of the nuclear threat that so vividly animated the Cold War era. The renewed threat of nuclear proliferation, public complacency regarding weapons stockpiles, and the lack of a single functioning long-term repository after seventy years and thousands of tonnes of nuclear waste reveals the industry's capacity for self-reinvention abetted by an ever-present capacity to forget. More than "fabulously textual," as Jacques Derrida described it, the protean, unbound, and unending materiality of the nuclear is here to stay: resistance is crucial. Toxic Immanence introduces contemporary interdisciplinary perspectives that resist and decolonize the nuclear. Contributors highlight the prevalence and irrationality of slow violence and colonial governance as elements of the contemporary nuclear age. They propose a reappraisal of Cold War-era anti-nuclear art as well as pop culture representations of nuclear disaster, while decolonizing pedagogies advance the role of education in communicating and understanding the lethality of nuclear complexes. Collectively, the essays develop a robust critical discourse across fields of nuclear knowledge and integrate the work of the nuclear humanities with environmental justice and Indigenous rights activism. This reach across ways of knowing extends artistically: the poetry and photography included in this volume offer visions of past and present nuclear legacies. Conceived as a critical reflection on the potential of nuclear humanities, Toxic Immanence offers intellectual strategies for resisting and abolishing the global nuclear regime.

Dystopian States of America: Apocalyptic Visions and Warnings in Literature and Film - Matthew B. Hill 2022-09-30

Dystopian States of America is a crucial resource that studies the impact of dystopian works on American society—including ways in which they reflect our deep and persistent fears about environmental calamities, authoritarian governments, invasive technologies, and human weakness.

Guns, Grenades, and Grunts - Gerald A. Voorhees 2012-11-02

Known for their visibility and tendency to generate controversy, first-person shooter (FPS) games are cultural icons and powder-kegs in American society. Contributors will examine a range of FPS games such as the Doom, Half-Life, System Shock, Deus Ex, Halo, Medal of Honor and Call of Duty franchises. By applying and enriching a broad range of perspectives, this volume will address the cultural relevance and place of the genre in game studies, game theory and the cultures of game players. Guns, Grenades, and Grunts gathers scholars from all disciplines to bring the weight of contemporary social theory and media criticism to bear on the public controversy and intellectual investigation of first-person shooter games. As a genre, FPS games have helped shepherd the game industry from the early days of shareware distribution and underground gaming clans to contemporary multimillion dollar production budgets, Hollywood-style launches, downloadable content and worldwide professional gaming leagues. The FPS has been and will continue to be a staple of the game market.

Metro 2033 - Dmitrij Gluhovski 2020-11-23

ANTIUTOPIJA ZA 21.VEK... ROMAN KOJI ĆE VAM ODŠKRINUTI MOGUĆA VRATA BUDUĆNOSTI... DA LI JE JEDINA NADA ČOVEČANSTVA RUSKI METRO 2033? Dve hiljada trideset treća godina. Čovečanstvo je gotovo u potpunosti uništeno. Moskva je pretvorena u avetinjski grad – kontaminiran radijacijom i nastanjen čudovištima. Malobrojni preživeli ljudi kriju se u moskovskom metrou – najvećem protivatonskom skloništu na zemlji. Njegove stanice pretvorene su u gradove – države, a u tunelima caruje tama i obitava užas. Artem, stanovnik VDNP, treba da se probije kroz čitav metro da bi spasao strašne opasnosti svoju stanicu, a možda i preostalo čovečanstvo. Kulturni internet roman Dmitrija Gluhovskog već je poznat stotinama hiljada

internet - čitalaca. Objavlivanje ove knjige izazvalo je oduševljenje nestrpljive publike. Igrica koja prati Artemove doživljaje u moskovskom metrou je postala jedna od najpopularnijih igrica u svetu.

Metro 2033 -

Metro 2033 - Dmitry Glukhovsky 2018-01-01

Het is 2033. Twintig jaar geleden heeft een nucleaire oorlog de beschaaftde wereld in puin gelegd. In Moskou heeft een klein deel van de bevolking zijn toevlucht gevonden in de grootste atoomvrije schuilkelder op aarde: de metro. Hier, diep onder de grond, overleven een paar duizend mensen op enkele tientallen stations, verdeeld over een handvol kleinere en grotere confederaties van verschillende signatuur - communistisch, fascistisch, liberaal-kapitalistisch - die in staat van Koude Oorlog met elkaar verkeren en worden verbonden door gevaarlijke, geheimzinnige metrobuizen. Boven de grond heeft de straling elk menselijk leven onmogelijk gemaakt en nieuwe levensvormen doen ontstaan. Nu dreigen deze onmenselijke metro binnen te dringen, om wat resteert van de mensheid te vernietigen.

METRO 2033. English Hardcover Edition. - Dmitry Glukhovsky 2016-11-27

First English U.S. PREMIUM HARDCOVER Edition of the cult dystopia "METRO 2033". * * * Metro 2033 tells the story of a young man named Artyom who goes a long way to save his world from mortal danger. The book describes the consequences of an atomic war. Its only survivors strive for existence in the mazes of the Moscow subway (Metro) some two decades after the nuclear Holocaust. Formally a sci-fi novel, Metro 2033 describes a dystopia, in which Russia's present-day society is superficially analyzed and described. It also critically examines communism in the former Soviet Union and the rise of fascism in modern Russia. Over 2,000,000 copies of Metro 2033 have been sold worldwide. Foreign book rights have been sold to more than 37 countries. The franchise gave birth to two cult video games, Metro 2033 and Metro Last Light. Film rights were optioned by MGM Studios in Hollywood.

Roadside Picnic - Arkady Strugatsky 2012-05-01

Red Schuhart is a stalker, one of those young rebels who are compelled, in spite of extreme danger, to venture illegally into the Zone to collect the mysterious artifacts that the alien visitors left scattered around. His life is dominated by the place and the thriving black market in the alien products. But when he and his friend Kirill go into the Zone together to pick up a &"full empty,&" something goes wrong. And the news he gets from his girlfriend upon his return makes it inevitable that he'll keep going back to the Zone, again and again, until he finds the answer to all his problems. First published in 1972, Roadside Picnic is still widely regarded as one of the greatest science fiction novels, despite the fact that it has been out of print in the United States for almost thirty years. This authoritative new translation corrects many errors and omissions and has been supplemented with a foreword by Ursula K. Le Guin and a new afterword by Boris Strugatsky explaining the strange history of the novel's publication in Russia.

BioShock: Rapture - John Shirley 2012-06-26

A prequel to the video-game franchise explains how the technologically advanced undersea city called Rapture came to be and how it eventually devolved into a chaotic dystopia.

Metro 2033 - Dmitry Glukhovsky 2009-06-24

Moskau liegt in Schutt und Asche Es ist das Jahr 2033. Nach einem verheerenden Krieg liegen weite Teile der Welt in Schutt und Asche.

Moskau ist eine Geisterstadt, bevölkert von Mutanten und Ungeheuern. Die wenigen verbliebenen Menschen haben sich in das weit verzweigte U-Bahn-Netz der Hauptstadt zurückgezogen und dort die skurrilsten Gesellschaftsformen entwickelt. Sie leben unter ständiger Bedrohung der monströsen Wesen, die versuchen, von oben in die Metro einzudringen ... Dies ist die Geschichte des jungen Artjom, der sich auf eine abenteuerliche Reise durch die U-Bahn-Tunnel macht, auf der Suche nach einem geheimnisvollen Objekt, das die Menschheit vor der endgültigen Vernichtung bewahren soll.

Duelling, the Russian Cultural Imagination, and Masculinity in Crisis - Amanda DiGioia 2020-10-13

This book, written from a feminist perspective, uses the focus of duelling to discuss the nature of masculinity in Russia. It traces the development of duelling and masculinity historically from the time of Peter the Great onwards, considers how duelling and masculinity have been represented in both literature and film and assesses the high emphasis given in Soviet times to gender equality, arguing that this was a failed experiment that ran counter to Russian tradition. It examines how duelling continues to be a feature of life in contemporary Russia and relates the situation in Russia to wider scholarship on the nature of masculinity more generally. Overall, the book contends that Russia's valuing of a strong, militaristic form of masculinity is a major problem.

An Unreliable Truth - Victor Methos 2022-02

Two couples cut to bits near a canyon close to the Nevada border. The police pull over blood-soaked Arlo Ward not far from the site of the grisly murders; he fully cooperates with the officers, grinning through a remorseless confession dripping with gory detail. Investigators find no murder weapon, but young, awkward Arlo's confession is signed, taped, and delivered.

Metro 2034 - Dmitry Glukhovsky 2010-04

Año 2034. Moscú se ha transformado en una ciudad fantasma. Los supervivientes se han refugiado en las profundidades de la red de metro y han creado allí una nueva civilización que no se parece en nada a las anteriores... La estación Sevastopolskaya lleva varias semanas sin poder comunicarse con el resto de la red de metro. Aparece en ella un misterioso brigadier llamado Hunter. Este toma sobre sus hombros la lucha contra un enigmático peligro que amenaza a todos los habitantes de la red de metro, y emprenderá una arriesgada expedición hasta lo más recóndito del sistema de túneles. Le acompañará Homero, de la Sevastopolskaya, un hombre viejo y experimentado que conoce como nadie la red de metro y sus leyendas. Más adelante conocerán a la joven Sasha y Homero pensará que el héroe caído y la muchacha podrían ser la pareja perfecta para protagonizar su epopeya. Pero tendrá que protegerla de incesantes peligros.

Open and Unabashed Reviews on Metro 2033. the Novel Behind the Metro - Anna Kemp 2013-01

In this book, we have hand-picked the most sophisticated, unanticipated, absorbing (if not at times crackpot!), original and musing book reviews of "METRO 2033. The novel behind the METRO: LAST LIGHT video game.." Don't say we didn't warn you: these reviews are known to shock with their unconventionality or intimacy. Some may be startled by their biting sincerity; others may be spellbound by their unbridled flights of fantasy. Don't buy this book if: 1. You don't have nerves of steel. 2. You expect to get pregnant in the next five minutes. 3. You've heard it all.

Metro 2033 - Dmitry Glukhovsky 2011

This translation originally copyrighted in 2009.